

Fighting Formations



Series Rulebook

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VERSION 1.1

NOTE: Items in purple text indicate functional changes from the first edition of this rulebook.



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INTRODUCTION

Fighting Formations (FF) is a series of wargames covering WWII tactical combined-arms combat at the platoon and squad levels. Each game in the series will feature a distinct combat unit, highlighting battles in which that unit participated as well as its particular order of battle and fighting characteristics. In each scenario, one player will take command of elements of this featured unit while the other assumes control of the opposing forces. These two players will alternate giving orders, activating their units on the map for various military functions.

Players attempt to achieve victory by moving their combat units across the game map to attack their opponent's units and to achieve as many scenario objectives as possible. The degree to which a player succeeds or fails is measured by a scenario's specific victory conditions—be it the destruction of enemy units, the taking of vital mapboard objectives, or the exiting of friendly units off the opponent's map edge.

Each game turn is divided into ten orders, with each player performing a variable number of these orders. In each turn, the sequence of play is fluid – with orders being given by the active player and reactions being taken by both players – depending upon the relative initiative level at any given moment.

Sit back, buckle up, and enjoy the ride!

Throughout this booklet you will see paragraphs such as this one set in blue text. These sections are filled with clarifications, play hints, design notes, and other assorted wisdom in order to help ease you along.

Rules found within this booklet are the “Core Rules” of the series. Rules within each game’s Playbook are termed its “Exclusive Rules.” Whenever a conflict arises between Core Rules and Exclusive Rules, the Exclusive Rules always take precedence.

Throughout this rulebook and the accompanying Playbook will be found numbers within brackets – e.g. [3.2] – which will indicate to the reader an important reference to another rule. These references may be ignored when reading through the rules for the first time, as their main use is to aid the reader in finding a specific related rule during play.

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SCENARIOS

Each game within the **FF** series will come with several “scenarios.” Each scenario represents a battle in which the featured formation fought. Scenarios will instruct the players as to which map(s) to use, which and how many units and markers to use, how to set up the game, how to win the game, etc. Scenarios are found within each game’s Playbook.

GLOSSARY

Activate—Units belonging to the active player (only) can be activated for orders. Activated units are indicated by their being flipped to their reverse side (with the white stripe). [30.1]

Active—The player currently performing an order. Any unit or marker belonging to that player.

Adjacent—Units and markers in the same hex are adjacent to one another. Two hexes sharing a common hexside are adjacent to one another. Units and markers in one of those hexes are adjacent to units and markers in the other hex.

Aircraft—A type of barrage. [26]

AP—Armor-piercing. One of two types of unit firepower. Only affects units with armor. [3.21]

Armor—One of two types of unit defense. Affected only by AP firepower. Armor is an abstract measure of how well protected an armored unit is from penetrative weaponry. [3.25]

Artillery—A type of barrage. [26]

Command—Markers used to more efficiently activate friendly units for orders and for Return Fire/Op Fire. Command markers are *not* units. Command is an abstract measure of how well a player can control the units assigned him by each scenario. [4]

Command Radius—The hex a friendly Command marker occupies as well as every hex within X hexes of that hex, where X equals that side's current Command & Control level. [4.31]

Countermix—All pieces not currently being used on the map or Track Display. When a unit or marker is "eliminated" it is always placed back into the countermix.

Cover—A number associated with each terrain and some fortifications. Cover helps protect a unit being shot at. Multiple applicable cover is not cumulative. [24.3]

"d" and "D"—The various die sizes found in **FF** are expressed as "d#", where # is the number of faces on the die—for example, "d10" is a 10-sided die. A number before the lowercase d – such as "2d10" – indicates how many of that die size are to be rolled and summed together. When the *size* of dice to be rolled is modified up or down, the capital letter D is used—for example, "+1D" would increase 2d10 to 2d12 (*no 11-sided dice!*). The "0" on the d10's is to be treated as a 10, not a 0.

Defense—One of a unit's base stats. Defense can be "soft" (morale) or "hard" (armor). Defense is a measure of how much punishment a unit can take before being rendered combat ineffective. [3.25]

Enemy—A unit or marker belonging to the opposing player. A hex occupied by an enemy unit or enemy Control or Command marker.

Fire Arc—Rectangular units (guns and vehicles) have a defined "front" fire arc; everything else is in their "flank" fire arc. Fire arcs affect where a

unit can move and shoot as well as its defense when shot at. [3.4]

Firepower (FP)—One of a unit's base stats. FP can be "soft" (HE and small arms) or "hard" (AP). FP is a measure of how much damage a piece can inflict on enemy units. [3.21]

Fortification—Any of a number of markers used to represent man-made obstacles (small square counters) or protective field works (hexagonal counters). Examples might include mines or a pillbox, respectively. [7]

FP—Firepower.

Fresh—Any unit without a hit marker on it. A fresh unit that is "hit" by a fire attack or barrage has a random hit marker drawn and placed atop it. [5]

Friendly—A unit or marker belonging to your nationality. A hex occupied by a friendly unit or friendly Control or Command marker.

Gun—One of three unit types. All guns are on rectangular counters and have a **leg** speed.

HE—High-explosives and small arms. One of two types of unit firepower. Only affects units with morale. [3.21]

Hindrance—A value with a default of "1" that can cause a fire attack to automatically miss. Some terrain and markers will increase the hindrance value for shots going *through* it – never into or out of it (except for Smoke). Hindrances are not cumulative. [23.3]

Hit—A unit with a hit marker on it is "hit" instead of fresh. Depending on the marker, a hit unit can be prohibited from firing and/or moving. A hit unit that is hit again is eliminated. [3.31 & 5]

Inactive—The player not currently performing an order. Any unit or marker belonging to that player. *If a game situation forces or allows both players to do something simultaneously, the inactive player always goes first.*

Infantry—One of three unit types. All infantry are on the larger (5/8") square counters.

Initiative—The position of the Initiative pawn on the Initiative Track will at all times indicate which player is eligible to perform the next order. [1.21]

LOS—Line of sight. Generally, a unit in hex A has a LOS to hex B if a string, drawn taut between those hexes' center dots, does not touch an obstacle in an *intervening* hex. [23]

Marker—Any round, hexagonal or small (1/2") square counter. Some marker examples include Sighting, Bunker, Command, Smoke, Sudden Death, Air Support, or the various hit markers.

Melee—Any hex containing units of both sides is considered a melee hex. "Entering melee" or "exiting melee" means to enter/exit an enemy-occupied hex, respectively. [34.2]

Morale—One of two types of unit defense. Affected only by HE firepower. Morale is an

abstract measure of how much damage a unit can endure before becoming combat ineffective. [3.25]

MP—Movement point. A unit's speed equals its available MPs. MPs are expended by units to move from hex to hex during Move and Assault orders, among other things.

Obstacle—A type of terrain that blocks LOS through it; never into or out of it. [23.2]

Opportunity (Op) Fire—The ability of inactive units to fire at enemy units as they expend MPs. [35.6]

Order—The basic action of the game. Performed by the player with the Initiative. [30]

Piece—Any unit, Sighting marker or fortification marker.

Range—One of a unit's base stats, shown as a superscript to the unit's FP. Range is a measure of how far a unit can shoot, in hexes. [3.22]

Rate of Fire (ROF)—One of a unit's base stats. ROF is an indication of an armament's base rate of fire coupled with its user's reactive capabilities versus observed enemy activity. [3.23]

Reaction—An ability keyword on some assets. Allows a reaction to something occurring in-game. There is no limit to the number of asset reactions a player may perform each turn other than the number of cards in his hand and being able to meet each reaction's stated prerequisite. Return Fire and Op Fire are also reactions.

Return Fire—The ability of inactive units to fire at enemy units after they themselves fire during a Fire order. [34.3]

ROF—Rate of fire.

Special Action—Actions available to some units. Indicated on a unit by a capital letter next to its FP box. To use a special action the unit must be fresh, and usually requires the discard of an asset or the expenditure of MPs. [3.27]

Speed—One of a unit's base stats. Speed is color coded for three different types of mobility: **leg**, **track**, and **wheel**. Speed is a measure of how well a unit can move about the battlefield. [3.24]

Spent—Units belonging to the inactive player can become spent when rolling low during Return Fire/Op Fire [34.33 & 35.63]. Spent units are no longer able to Return Fire/Op Fire for the remainder of that order.

Unit—Any rectangular (guns and vehicles) or 5/8" square (infantry) counter. A unit will have three small black bars in front of its name if platoon-sized; one if squad-sized. The three unit types are infantry, gun and vehicle. Units are either fresh or hit. [3]

Vehicle—One of three unit types. All vehicles are on rectangular counters and have either **track** or **wheel** speed.

VP—Victory Point. [22]

1. TRACK DISPLAY

The Track Display is the reception point for many of the game's functions—most importantly the Order Matrix. It is also home to various tracks and holding boxes that players will use throughout the play of the game.

1.1 ORDER MATRIX

The Order Matrix dominating the center of the Track Display defines the capability of the players to perform the various orders—the basic actions of **FF**—throughout the game. Specifically, the Matrix determines which orders are available to the players at any given moment via the position of allotted order cubes within its colored boxes.



1.11 Seeding Orders

At the start of each game, the chosen scenario will direct the players as to how to seed the Matrix with order cubes. Then, whenever the Matrix runs out of cubes it will trigger the end of a turn, at which time the Matrix will be reseeded with fresh order cubes [21.12f].

1.12 Executing Orders

Whenever an order is not being performed—that is, at the very start of the game or whenever another order is concluded—the player with the Initiative is allowed to remove one order cube from the Matrix so as to perform a specific order [30]. This order will be either the one listed next to the box from where the cube was taken OR any single order listed below it. Place cubes removed from the Matrix into the "Used Order Cubes" box, where they will await the next reseeding of the Matrix.

1.2 INITIATIVE TRACK

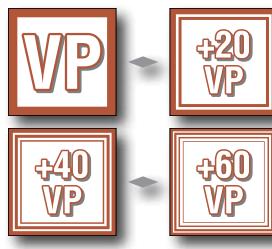
1.2.1 Initiative Pawn

The Initiative pawn is placed on the Initiative Track at the start of every scenario, and will move back and forth along the track—that is, towards and away from each player—as Initiative points are spent during play. The position of the Initiative pawn serves to determine which player is eligible to perform the next order [30].



1.2.2 Victory Point (VP) Markers

Some scenarios will have the players place a VP marker on the Initiative Track. The scenario will indicate in which space the marker begins. As VPs are gained and lost during play (as described in the scenario's Victory Conditions), players should slide the VP marker towards the appropriate player a number of spaces equal to the relevant gain/loss. The back of the VP marker is used to record VP totals greater than 20. A second marker is provided for use in tracking



VP totals greater than 20. In most cases the player who has the VP marker on his side of the "0" space at the end of the game is declared the winner [22].

1.2.3 Attack Total Marker

This marker is a mnemonic device for players to mark an attack's final strength. The reverse is used for attacks greater than 20.



1.3 TIME TRACK

1.3.1 Turn & Sudden Death Markers

The Turn and Sudden Death markers are placed on the Time Track at the start of the game, as directed by the particular scenario being played. The Turn marker tracks the passage of game time while the Sudden Death marker determines how likely it is for the game to end once the Turn marker reaches its space [21.22].



1.3.2 Reinforcement Markers

The Reinforcement markers are placed on the Time Track at the start of the game whenever a scenario has reinforcing units. Each marker serves as a reminder that that side has scheduled reinforcements when the Turn marker enters its space [21.12e].



1.3.3 Sniper Box

The Sniper marker is placed here to indicate which side is next eligible to perform sniper activity [21.12c]. The scenario being played will indicate which side of this marker begins the game face-up.



1.4 AIR SUPPORT BOX

The Air Support marker is placed here to indicate which side has local air superiority at any given time (relevant only for certain assets). The scenario being played will indicate which side of this marker begins the game face-up.



1.5 AVAILABLE/PENDING COMMAND BOXES

Command markers begin in the Available box, where they are "available" to be placed on the map for immediate use [4.1]. After spending time on the map Command markers are sent to the Pending box, where they will wait a turn before being returned to the Available box once again [21.12d].



1.6 COMMAND & CONTROL TRACK

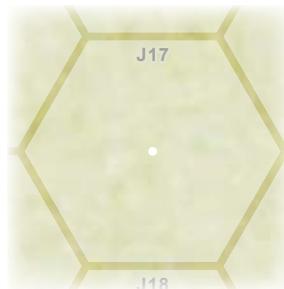
Each side has a Command Radius marker which is used on the Command & Control Track to mark the current Command Radius of all its Command markers [4.31].

2. MAPS

Each map contains a large identification number used to determine which map or maps are used for a particular scenario. Most maps also have a compass used to delineate North which is used as an aid to setting up initial forces and/or reinforcements.

Superimposed over each mapboard is a hexgrid which is used to regulate movement and combat at a scale of about 75 meters (250 feet) per hex. Each hex contains:

- a specific type of terrain [24] which can affect movement as well as attacks made into or through it;
- a white center dot used for determining line of sight [23] between hexes;
- a unique letter-number identifier – such as “J17” picture above – used mainly for identifying setup areas.



3. UNITS

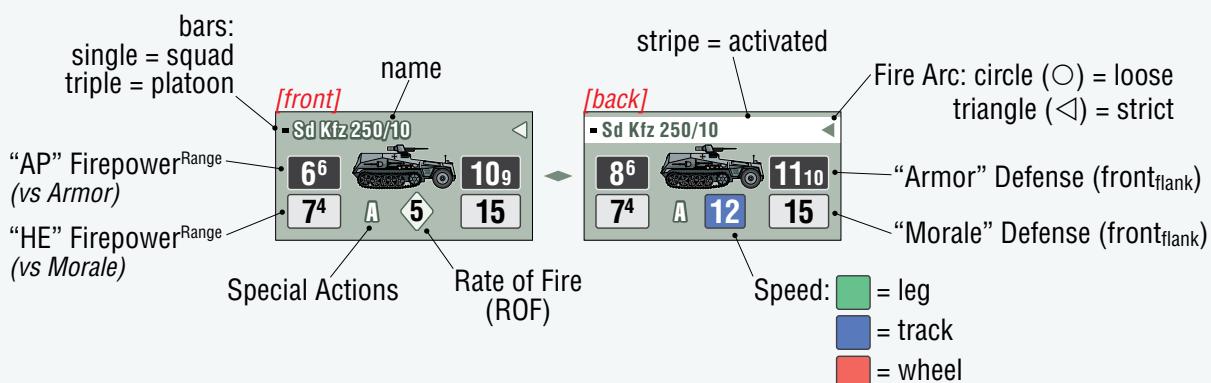
Units are always square or rectangular counters. They are the main tool at the player's disposal with which to craft a victory on the battlefield. Players will use their units to fire at opposing units, maneuver to take objectives and envelop the enemy, and to hold key positions.

3.1 UNIT TYPES

There are three types of units in **FF**: Infantry, gun and vehicle. Infantry are defined by always being on a larger (5/8") square counter. Guns are defined by always being on a long counter and having a **leg** speed. Vehicles are defined by always being on a long counter and having either a **track** or a **wheel** speed [3.24].

Anatomy of a Unit

INFANTRY = any square unit **GUN** = long unit with leg speed **VEHICLE** = long unit with track or wheel speed



3.25 Defense

Defense is always located in the bottom right corner of a unit and is its base strength when defending against a direct fire attack. Defense comes in two types: “armor” and “morale.” Armor is always shown as a white number inside a black box; morale as a black number inside a white box. When a hex is attacked via direct fire, AP FP can affect only units with armor, and HE FP can affect only units with morale.

Many guns and vehicles have a subscripted number accompanying their defense. If present, this subscript is the unit’s defense value whenever it is being shot at from any hex within its *flank* fire arc; the larger number is then used only for direct fire attacks emanating from those hexes within its *front* fire arc [3.4].

3.26 Fire Arc

All guns and vehicles have one of either a circle or triangle in the upper right corner of their counter. A circle denotes a “loose” fire arc; a triangle a “strict” fire arc [3.4].

Loose fire arcs are for vehicles with turrets as well as guns having some form of 360° mount; usually anti-aircraft types. Strict fire arcs represent turretless vehicles and the standard ordnance gun.

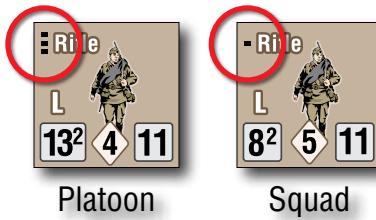
3.27 Special Actions

Some units have one or more capitalized letters next to their FP; these are called “special actions.” Special actions allow a *fresh* unit to perform an activity not normally allowed to other units, usually at the cost of discarding an asset or spending a specified amount of MPs.

The various special actions within each game in the FF series are described in detail in that game’s Playbook.

3.3 UNIT SIZES

There are two unit sizes in **FF**: platoon and squad. A platoon can be identified by three small black bars and a squad by a single black bar in front of the counter name.



SCALE: A squad-sized unit in the game represents: a squad of 8-12 men; a gun with its inherent crew; or an individual vehicle. Each platoon-sized unit represents three such units fighting as a coherent formation. Historically, platoons sometimes contained four or more units – especially armored formations – but this game uses three as a nominal figure for both consistency and simplicity.

DESIGN NOTE: The terms “squad” and “platoon” aren’t 100% accurate, of course, and are used here solely as a matter of convenience. For example, a grouping of guns would often be called a “battery” but are termed a platoon in FF to maintain consistency throughout the rules.

Squads and platoons act identically for all game purposes except as noted in the following two rules.

3.31 Unit Elimination

When a platoon is eliminated [5.2], it is replaced in its hex with *two* squads of the same name (and both with the same fire arc, if applicable). The owning player places the hit marker that was on the platoon onto one of the replacement squads. Replacement squads themselves are never affected by the same attack that hit their parent platoon. If there was a Spent marker on the platoon, place a Spent marker on *both* resulting squads. The two squads are considered to be the same unit as their parent platoon with regard to the current game situation (activated/unactivated; remaining movement points; etc).

When a squad is eliminated, place it back into the countermix. Place its hit marker back into the draw cup.

3.32 Unit Stacking

Unlike similar tactical games, in **FF** there is no limit to the number of units that may occupy the same hex. The one exception is the vehicular stacking limit whilst In Column [24.102]. Also, some beneficial fortification markers such as entrenchments or pillboxes might limit how many units may stack inside them [see Playbook].

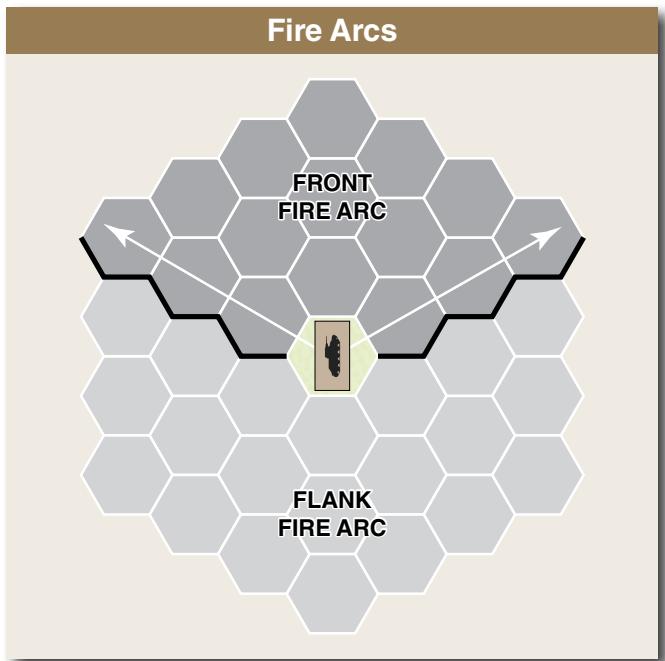
See also rule 30.2 on deploying platoons and mustering squads.

3.4 UNIT FACING

All long units – guns and vehicles – must at all times maintain a particular orientation with respect to the hex they occupy: this is termed a “fire arc.” Specifically, the right edge of a gun or vehicle counter – the one with the circle or triangle fire arc symbol – must always be oriented parallel to a single hexside of the hex it occupies. In this manner, the unit’s “front fire arc” and “flank fire arc” are defined as shown in the diagram below.

Infantry have no fire arcs and may attack in any direction without penalty.

See rules 31.1, 34.13 and 35.2 for details on how fire arcs affect advancing, fire attacks and movement, respectively.



4. COMMAND MARKERS

4.1 AVAILABLE COMMAND

At the start of every game, Command markers allotted to each player are placed in their respective (color-coded) Available Command box, located on the Track Display.



Command markers are also placed in the Available Command box when entering play as reinforcements. Command markers should always have their "Mission" side face up when occupying an Available Command box. All of a player's available Command is eligible to be placed on the map as desired.

4.2 PLACING AVAILABLE COMMAND

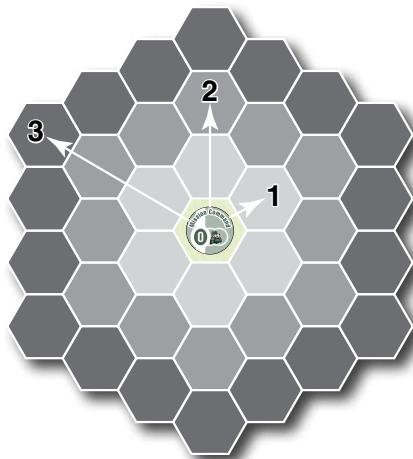
A player may, *at any time*, place any number of his available Command into one or more hexes of the map. While a Command occupies a map hex it is no longer considered "available" and is instead "active." Command are always placed on the map initially with their "Mission" side face up. At the end of every game turn, all Mission Command on the map are flipped to their "Tactical" side (after existing Tactical Command are reset to the Pending box [21.12d]).

PLAY HINT: Placement of available Command is usually – but not always – done by the active player just after announcing an order but prior to activating units, or by the inactive player just before making an Op Fire or Return Fire attack.

4.3 ACTIVE COMMAND

4.31 Command Radius

All friendly active Command have a "Command Radius" equal to that side's current Command & Control level [1.6]. A Command Radius is counted in hexes radiating outward from that marker's hex (and includes it). Command Radius is unaffected by enemy units, enemy Command Radius and terrain—a player need not trace a "command path" or any such device.



Effect—A Command marker serves to put all friendly units within its Command Radius under either "Mission Command" or "Tactical Command," depending on which side of the marker is currently face up. Mission Command trumps Tactical Command for friendly units finding themselves under both types. Friendly units outside the Command Radius of all friendly active Command markers are deemed "Out of Command."

A side with a Command & Control level of zero still puts all friendly units in a Command marker's hex under command.

4.32 Command Benefits

A player enjoys two main benefits from his active Command:

- when he is the active player, the Initiative cost to activate a unit for an order is reduced to 1 if that unit is under Tactical Command, or reduced to 0 if that unit is under Mission Command [30.1]. Mission Command trumps Tactical Command.
- when he is the inactive player, the Initiative cost to perform Return Fire or Op Fire with a unit is reduced to 1 if that unit is under Tactical Command, or reduced to 0 if that unit is under Mission Command [34.3 & 35.6]. Mission Command trumps Tactical Command.

Command markers have "0" on their Mission side and "1" on their Tactical side as a visual reminder of these capabilities.

Command can also allow units to deploy or muster [30.2] and can increase the chances of rallying [36].

4.33 Command Marker Movement

Whenever a unit moves or advances, an active Command marker sharing its hex may accompany it. Units may "pick up" and "drop off" friendly Command at any point along their route. A Command marker that exits the map along with a friendly unit is also removed from the game (place it back in the countermix).

4.34 Command Marker Removal

Voluntary—An active Command marker can never be voluntarily removed from the map.

Involuntary: Capture—If an active Command marker ever finds itself in the same hex as an enemy unit and no friendly unit is also present, the Command is immediately eliminated and placed back in the countermix.

DESIGN NOTE: Perhaps an officer was killed, wounded or captured; or he and his command team could be (temporarily) running for their lives; or maybe they are cowering in a ditch, out of touch with their subordinate units. This effect could also represent the cutting of a phone line; the loss of a HQ runner; dwindling supplies of ammunition; etc. The key thing here is that a Command marker isn't necessarily a single commanding officer: it often simply represents a side's local command & control capability in abstract form.

Involuntary: Other—At the end of each turn Active Command can also be eliminated by enemy Sniper Activity [21.12c] or sent to the Pending Command box [21.12d].

4.35 Command As Markers

Command are markers – not units – and thus ignore terrain, cannot be affected by fire attacks or barrages, do not need to be activated, etc.

4.4 PENDING COMMAND

At the end of every turn, all Command markers in a player's Pending Command box are shifted into their Available Command box, then all of a player's active Tactical Command are sent to their Pending Command box [21.12d]. "Pending" Command markers cannot be used for any purpose.

5. HIT MARKERS

Note—Before play begins, all hit markers should be placed into an opaque cup so that they may be drawn at random when called for during play.



5.1 PLACEMENT

A hit marker is placed on a *fresh* unit if it suffers a hit during a fire attack or barrage. On vehicle units, a hit marker is placed with its “tank” silhouette side face up; on infantry and gun units, place the hit marker “soldier” silhouette side face up.

5.2 EFFECTS

A unit with a hit marker that suffers another hit is eliminated. A unit with a hit marker on it can be prevented from firing and/or moving depending on the specific hit marker attached:

- (F) The circled F symbol indicates that the hit unit cannot fire (including assault, melee, Return Fire and Op Fire).
- (M) The circled M symbol indicates that the hit unit cannot move, advance, pivot, or spend MPs for a special action.

A hit marker with both of these symbols imposes both restrictions on the attached unit. A hit marker with neither of these symbols imposes neither restriction on the attached unit.

Though the unit would still be in imminent danger of elimination should it be hit again before the hit marker is removed.

5.3 REMOVAL

A hit marker remains on a unit until the unit is eliminated, abandoned [25], exits the map, or rallies [36]. Place removed hit markers back in the draw cup for immediate reuse.

6. SIGHTING MARKERS

Sighting markers represent possible locations of hidden units and/or fortifications.



6.1 PLACEMENT

Some scenarios will assign one or both players a specific number of Sighting markers. The contents of the reverse side of each Sighting marker – hidden forces, a false sighting or a fortification, for example – will be identified within the scenario special rules. If allotted, Sighting markers are set up within hexes of the map in the same manner as the player’s other forces.

6.2 PRESENCE

Despite being markers and not units, all Sighting markers have a morale stat of 13. The sole effect of this inherent morale is to allow Sighting markers to suffer attacks by barrage and by HE direct fire attacks as if they were units.

6.3 REVEALING

A Sighting marker can be revealed by its owning player at any time (*for example, in order to set up and then immediately activate a hidden unit [6.5]*). Otherwise, a Sighting marker *must* be revealed if:

- a) it is hit by a fire attack or barrage against its hex; or
- b) an enemy unit occupies the same or an adjacent hex.

6.4 CONTENTS

When a Sighting marker is revealed, flip it to its reverse side:



- a) If the reverse side is “False Sighting” then the Sighting marker was a dummy position and is removed from play.
- b) If the reverse side is a harmful fortification (roadblock or wire, for example) the owning player keeps that fortification marker in the hex. *If a unit now finds itself in an impassable hex, immediately eliminate the unit.*

You generally want to keep your units away from your own harmful fortifications before they are revealed.

- c) If the reverse side is “Hidden” then it was hiding one or more units (possibly inside a beneficial fortification, such as entrenchments or a pillbox) which are immediately set up in that hex.

6.5 HIDDEN FORCES

6.5.1 Identifying Hidden Forces

When a Sighting marker is revealed as a “Hidden” marker, it will have a letter designation (“Hidden: A” in the example to the right). Each such Hidden marker matches a large “Hiding” marker sporting the same letter designation (shown below). During setup, the player in control of a Hidden marker will place one or more of his allotted units (possibly inside beneficial fortifications) underneath the matching Hiding marker—thus indicating where on the map those pieces will appear.



6.5.2 Placing Hidden Forces

Once a revealed Hidden marker’s matching Hiding marker has been identified, the latter’s contents need to be set up on map. The owning player takes all units and fortifications underneath that Hiding marker and places them into the Hidden marker’s hex. Both the Hidden and Hiding markers are then removed from the game. Units and fortifications with fire arcs may be placed facing in any direction desirable (this information need not be recorded ahead of time). Revealed pieces are unaffected by any attack versus the Sighting marker that revealed them.



Pieces underneath the oversized Hiding markers are to be kept out of view of the opponent and may only be inspected by the controlling player.

7. FORTIFICATION MARKERS

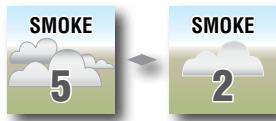
"Harmful" fortifications are always found on the reverse side of Sighting markers. "Beneficial" fortifications exist separately on hexagonal counters. Fortifications are normally only set up at the start of a scenario, though they may begin play hidden via Sighting markers (harmful) or if a hidden unit is stacked inside (beneficial). Fortifications can be eliminated during play by various assets or when their hex is struck by barrage.

Fortifications specific to each game in the series can be found within its Playbook.

8. SMOKE MARKERS

8.1 PLACEMENT

Smoke markers can enter play via various assets and special actions. Smoke will usually be placed on the map on its full-strength (5) side. The reverse side of each Smoke marker is its depleted (2) side.



8.2 EFFECTS

A Smoke marker increases the hindrance to 5 (if full strength) or 2 (if depleted) for any fire attack – direct or melee – into, out of, within, or through its hex, including along the hexsides.

8.3 REMOVAL

At the end of each turn, all depleted Smoke markers on the map are removed then all full strength Smoke flip to their depleted side [21.12b].

Smoke As Terrain—Effects Summary:

Move Cost: use other terrain in the hex

Cover: use other terrain in the hex

LOS: 2 or 5 hindrance into, out of, within, or through

9. FATE CARD

Each scenario will indicate which player begins the game in possession of the Fate card.

The Fate card is never part of a player's hand (only asset cards). The Fate card should simply be kept face up in front of the owning player for ease of reference during play.

9.1 RE-ROLL

At any time during the game, the player currently in control of the Fate card may choose to cancel all effects of the last single die or dice roll to have been made, causing it to be re-rolled. This decision must be made prior to any results of that roll being implemented.

This includes a roll when reseeding the Order Matrix, in which case only that one die is re-rolled, not all ten rolls.

When a player calls for a re-roll in this manner, he must give the Fate card to his opponent, then the re-roll is performed. The opponent will then control the Fate card unless and until he himself performs a re-roll option, thus passing it back to the first player. This use of the Fate card can occur an unlimited number of times during the game—even during the same die roll.

9.2 TIE GAME

If a scenario ends in a tie – for example, 0 VPs after sudden death – the player with the Fate card breaks the tie and wins the game.

The Fate card thus acts as a sort of balancing mechanism to temper those occasional wild strings of luck inherent in any game with dice. Fate will generally pass back and forth between the two players as the fortunes of war play out, though this isn't mandatory—it is possible, however unlikely, that a player could refrain from using it throughout an entire game.

10. ASSET CARDS

Asset cards allow the players various forms of orders and reactions, be it artillery, air support or engineering functions, to name a few. Assets may be assigned at the start of the game and can be drawn during the game via the various Support orders [38].

Assets are one of two types: ORDER or REACTION. Some asset cards might contain two orders, two reactions, or both an order and a reaction—such an asset can be played for only one of the two abilities each time it is played. There are three ways in which a player may use an asset currently in his hand:

- Order**—An asset order may only be played by the player with the Initiative announcing an "Asset" order [33].
- Reaction**—Asset reactions may be played by either player at any time so long as the condition or prerequisite listed on the card itself is met. Multiple reactions may be conducted in response to the same game situation. All effects of consecutively-played reactions are cumulative. If both players wish to perform one or more reactions at the same time, the inactive player must perform all of his reactions before the active player may play his first one.
- Enabler**—Oftentimes an asset must be discarded as the "cost" to perform a unit's special action [3.27 and Playbook]. When this occurs, the asset is placed directly atop the player's discard pile and any printed effect of that asset is ignored.

In the unlikely event that either asset deck depleted, shuffle its discard pile to form a new draw pile.

20. SEQUENCE OF PLAY

A game of *Fighting Formations* consists of a series of turns. Each turn is broken up into ten "orders" which are performed by both players in a variable sequence [30]. Each scenario assigns one player as starting with "the Initiative." A player has the Initiative when, on the Initiative Track:

- the Initiative pawn is on his side of the "0" space; or
- The Initiative pawn occupies the "0" space and he is in possession of the Fate card.

The player with the Initiative will perform a single order. Every order costs a certain amount of Initiative to perform, depending on which row the order cube was removed from. At the end of every order players check to see if the turn ends [21.12]. Then, whichever player has the Initiative – which could be the same player – performs the next order. Orders are thus performed over and over by both players until a sudden death roll or other occurrence ends the game [21.3].

20.1 ORDER CAPABILITY

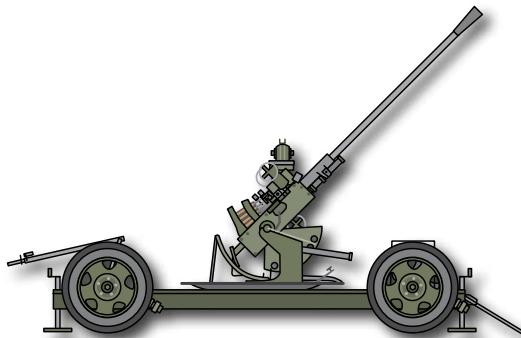
In *FF*, no player may give an order without the removal of an order cube from the Order Matrix. There is no limit to the number of consecutive orders a player may perform so long as that player retains the Initiative. Orders do not need to be predesignated—they are announced and executed one at a time. When retaining the Initiative a player may observe the results of one order before deciding which order to give next. A player may "pass" and do nothing instead of performing a chosen order—though the initiative cost for removal of the order cube is still paid.

The different orders that may be given by a player are explained in rules 31–38.

20.2 REACTION CAPABILITY

Reactions such as Return Fire [34.3], Op Fire [35.6] or those found on assets can be performed whenever a player deems them appropriate provided the prerequisite, if any, given for that reaction is met.

The different asset reactions that may be taken by a player are explained in the Assets section of this game's Playbook.



21. GAME TIME

21.1 TURN MARKER

21.1.1 Placement

Each scenario will indicate on which space of the Time Track (located on the Track Display) the Turn marker is to be placed.

21.1.2 Advancement

A turn ends – and the Turn marker is advanced one space forward along the Time Track – at the end of any order in which there are exactly zero cubes remaining on the Order Matrix.

Immediately after advancing the Turn marker, normal play pauses and the following steps are executed in the order shown:

- a) **Sudden Death**—The triggering player makes a sudden death roll if appropriate [21.22].

Then, if the game did not end due to sudden death, continue:

- b) **Smoke Depletion**—Remove all depleted ("2") Smoke markers from the map, placing them back into the countermix; then flip all full strength ("5") Smoke markers on the map to their depleted side.

- c) **Sniper Activity**—The player whose side of the Sniper marker is currently face up counts the total number of *active* enemy Command markers, selects one of them, then rolls 1d10:

- If the result is **greater than** the count, there is no effect.

- If the result is **less than or equal to** the count, that opponent must choose one: *either* eliminate the chosen Command marker (placing it back into the countermix); *or* permanently lower his Command & Control level by one, to a minimum of 0.

- d) **Regroup**—In this step players first move all Command markers in their Pending Command box to their Available Command box (Mission side face up). Then remove all active Tactical Command markers from the map, placing them in their Pending Command box. Finally, flip all active Mission Command markers to their Tactical side.

- e) **Reinforcements**—If there are any scheduled reinforcements for the new turn (as indicated in the scenario's Deployment box), the owning player sets them up according to the instructions found in the scenario. Any reinforcement Command markers are placed in their Available Command box (Mission side face up).

- f) **Reseed**—Either player rolls 1d10 one at a time for each of the ten order cubes. Place each cube into the box on the row of the Order Matrix matching the die result.

Once the steps above have been completed in their entirety, normal play resumes from wherever it left off.

This sequence is shown in abbreviated form on the Track Display for ease of reference during play.

21.2 SUDDEN DEATH MARKER

21.21 Placement

Each scenario will indicate on which space of the Time Track the Sudden Death marker is to be placed.

21.22 Procedure

Whenever the Turn marker advances into or beyond the space occupied by the Sudden Death marker, the triggering player rolls 2d10. If the result is **less than** the number in the space currently occupied by the Turn marker (*not* the Sudden Death marker), the game immediately ends. Otherwise, play proceeds as normal.

PLAY HINT: This roll can be re-rolled via use of the Fate card.

21.3 GAME END

Via Sudden Death

If a sudden death roll ends the game, the player with the higher VP total – that is, the VP marker is on his side of the 0 space – wins the game. If the VP marker is in the 0 space, the player holding the Fate card breaks the tie and wins the game.

If VP totals are irrelevant to the scenario being played, the scenario's specific Victory Conditions will instruct the players as to how to determine the winner.

Alternate Game End

In addition to or in place of sudden death, a scenario's specific Victory Conditions may sometimes prescribe an alternate way for the game to end.

It is possible, however unlikely, for one or both sides to end up with no units on the map prior to sudden death. If this occurs, the game doesn't necessarily end: the player having no units would still spend initiative for orders as normal—though, with the exception of drawing and playing assets, he would pretty much always have to pass.

22. VICTORY CONDITIONS

A player will usually win the game by having more VPs than his opponent when the game ends [21.3]. VPs are generally earned in one of three ways:

- elimination of enemy units;
- exiting of friendly units off a particular map edge;
- control of mapboard objectives.

22.1 ELIMINATION VICTORY POINTS

In most scenarios, when a unit is eliminated the opponent is awarded a certain number of VPs for it, as described in the scenario's Victory Conditions. Adjust the VP marker accordingly whenever VPs are gained in this manner.

Note that a hit platoon that is hit again is considered “eliminated” even though it is replaced by two squads—one of that platoon's three squads was, in effect, eliminated.

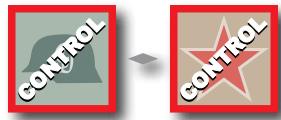
22.2 EXIT VICTORY POINTS

A unit may never exit the map without a scenario's Victory Conditions or Special Rules specifically allowing it. If allowed, a unit activated to Advance [31], Assault [32] or Move [35] may exit off the map (at a MP cost of 1) along the specified edge/hex(es). Each unit exited in this way immediately earns its owning player a number of VPs equal to that stipulated in the scenario's Victory Conditions. Adjust the VP marker accordingly whenever VPs are gained in this manner.

Exited units are placed back in the countermix, permanently removed from play. Place any hit marker that may have been on an exited unit back into the draw cup.

22.3 OBJECTIVE VICTORY POINTS

Sometimes one or more hexes on a map will be outlined in red. Such hexes are termed “objectives” and are worth one or more VPs to one or both sides, depending on the scenario's Victory Conditions.



Control Markers—When objectives matter, the double-sided Control markers are used to indicate which side currently controls each mapboard objective.

Procedure—During setup, a scenario will specify which objectives begin under each player's control. In some cases, objectives may begin the game controlled by neither side: these should not contain any Control marker. Otherwise, once play commences, the last player to have *solely* occupied an objective with a friendly unit should place/flip the Control marker within that objective to match the faction he is commanding.

23. LINE OF SIGHT (LOS)

23.1 LOS CHECKS

Generally, a unit in one hex must be able to see a unit in another hex in order to fire at it. Mapboard terrain and units inside certain fortifications can affect this LOS. A LOS “check” is made by stretching a string taut between the center dot within the “sighter’s” hex and the center dot of the “target’s” hex. If the string touches the physical depiction of a terrain obstacle or hindrance in an *intervening* hex, that LOS is blocked [23.2] or hindered [23.3], respectively.

A LOS check may be made at any time by either player.

An obstacle or hindrance that is *within* the sighting or target hex will not affect LOS. (exception: Smoke [8].)

LOS is reciprocal: if unit A can see unit B, then B can also see A.

Units – friendly or enemy – in an intervening hex do not block or hinder LOS in any way.

23.2 OBSTACLES & LOS

Some terrain [24] is noted as being an “obstacle.” A unit in one hex can’t see a unit in another hex if the LOS between them is blocked by an obstacle.

23.3 HINDRANCES & LOS

Some terrain is too sparse or too low to be considered a complete obstacle to LOS. Such terrain is termed a “hindrance” because it hinders fire traced *through* it, making it harder to hit enemy units with fire attacks.

23.3.1 Fire Attacks & Hindrances

Any fire attack traced through an intervening hindrance will have its default hindrance of “1” [34.141] increased to the number listed in that terrain’s LOS column of the Terrain Chart.

EXAMPLE: A direct fire attack made through rough terrain will have a hindrance of 2 instead of 1.

23.3.2 Hindrance Modifiers

Hindrances – including the default “1” – are *not* cumulative: always use the single largest applicable hindrance.

EXAMPLE: An infantry unit fires at an enemy gun three hexes away. Both hexes between them contain rough terrain. Instead of the default 1 the fire attack will suffer a hindrance value of 2 for the rough hindrance, not 4 for both rough hexes. If one or both of the two intervening hexes contained a “5” Smoke marker, the hindrance would be 5 instead of 2.

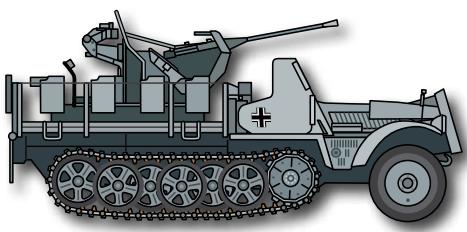
23.3.3 Smoke Hindrances

A Smoke hindrance [8] is considered to fill the entirety of the hex that its marker occupies, including its hexsides. In other words, a LOS traced through any portion of a hex containing Smoke – including directly along one of its hexsides – is hindered by that marker.

The physical placement of a Smoke marker within a hex is unimportant: Smoke is an “inherent” terrain, and is considered to affect the entire hex – including all six hexsides – as long as it remains.

Furthermore, Smoke hinders any LOS traced *into* or *out of* or *within* its hex, not just through it like printed mapboard hindrances.

Continuing the example from 23.3.2, if the infantry unit’s hex contained a “5” Smoke, the hindrance would be raised to 5.



24. TERRAIN

24.1 TYPES & FEATURES

One of the player aid cards is a Terrain Chart showing stats for the different terrain in the game. Terrain “Types” are shown on this Chart with green backgrounds. Terrain “Features” are shown with tan backgrounds and generally only serve to modify the Terrain Type they share a hex with. The Terrain Chart also lists the various terrain in hierarchical order—that is, if a hex contains two or more Terrain Types, the one closest to the top of the chart takes precedence.

EXAMPLE: If a hex with rough terrain has some of that terrain spill into an adjacent hex containing a building, that second hex is a “building hex” for all purposes, not a “building-rough hex” or any such conglomeration. This also means that a hex is an “open ground hex” only if it contains none of the terrain types shown above it on the Terrain Chart (those with their text on a green background)—it could contain any of the terrain features shown below it (those on a tan background) and still be an “open ground hex,” albeit with some sort of modification.

The Terrain Type of every hex on every map is thus defined by whichever Terrain Type both occupies that hex *and* is positioned nearest the top of the Terrain Chart—even if that terrain doesn’t dominate the hex or share space with the hex’s center dot. Roads can also occupy a hex, usually modifying a unit’s movement therein. Smoke markers [8] also function as terrain to a certain degree.

24.2 MOVE COSTS

Each terrain lists three different “Move Costs” – one each for leg, track and wheel – which are color-coded to match the square surrounding each unit’s Speed. A unit will use only the move cost associated with its defined mode of transport.

A terrain’s move cost is the amount of MPs a unit must expend to move [35] into that hex or across that hexside. The Advance order [31] does not require MP expenditures and thus terrain move costs are ignored when performing that order.

24.3 COVER

Each terrain lists a “cover.” Cover benefits each unit occupying that terrain in the following manner:

- Cover is added to a unit’s Fire Defense roll when fired at [34.15].
- Cover is added to a unit’s target number when attacked by a barrage [26].
- Cover greater than 0 aids in Rally attempts [36].

Cover is never cumulative, however, so a unit’s owner must choose only one instance of cover to apply if more than one is present (*for example, a beneficial fortification marker occupying a building hex*).

24.4 LINE OF SIGHT

Each terrain lists whether it is an “obstacle,” a “hindrance” or “clear.”

- Terrain **obstacles** block same-level LOS. Obstacles usually create one blind hex [24.53] to a higher-level observer.
- Terrain **hindrances** serve to increase the value of the default hindrance [34.141] for same-level fire attacks traced *through* them.
- **Clear** terrain has no effect on LOS.

24.5 ELEVATION

The standard buff colored open ground hex in **FF** is said to be at level “0” or “ground level.” Hills can then be thought of as being at levels 1 (tan), 2 (light brown), 3 (medium brown) or 4 (dark brown), while a depression can be thought of as being at level -1 (green). Therefore, a unit on a hill is above any terrain occupying either a ground- or depression-level hex or any hill hex of a lower level. The level at which a hex’s center dot lies is its actual level when multiple levels appear in a hex (*hex I14, at right, is a level 3 hill hex*). A hill or depression hex functions exactly like any other ground level hex except as modified below.

24.51 Crests & LOS

24.511 Crest Lines—A hex showing more than one level is termed a “Crest” hex. The level at which a Crest hex’s center dot lies is its actual level. In every Crest hex, the physical edge of each hill or depression is termed a “Crest Line.”



24.512 Vertical LOS—A unit may only trace a LOS into the initial Crest hex of each level above it. Likewise, a unit may trace a LOS to a hex at a lower level only if that LOS never passes through a Crest Line of equal or greater height in an *intervening* hex.

*EXAMPLE: Unit A on a hill can see unit B at a lower level only if the LOS from unit A both: crosses a Crest Line **before** it crosses a hexside; and never again crosses a Crest Line of the same or higher level.*

*EXAMPLE: A unit on a level 2 hill can see past an **intervening** level 2 hill only to another hill hex of level 2, 3 or 4. If that intervening hill were instead level 3, the target hex would have to be at level 4 – and also be a Crest hex – to be seen.*

It may help to think of each hill level in FF as a thick, flat pancake; or perhaps one layer of a tiered wedding cake.

24.513 Crests as Obstacles—A crest itself blocks LOS traced between any two hexes of *lower* level.

*EXAMPLE: A unit on a level 1 hill cannot see past an **intervening** level 2 hill to another level 1 hill hex.*

24.52 Crests & Obstacles

The LOS to or from a hill hex is blocked only if it clearly touches any part of the physical depiction of a terrain obstacle at the *same* or *higher* level as that hill hex. In other words, LOS to or from a hill

hex is not blocked by obstacles that lie at a *lower* level (exception: see blind hexes, below).

EXAMPLE: A unit on a level 1 hill can see past (over) an intervening building at level 0 to another unit on a distant level 1 hill. However, if that building was also on a hill the LOS would be blocked.

24.53 Blind Hexes

A unit can see *into* a lower-level obstacle hex, as normal, but cannot see into the *next* hex beyond it if that next hex is also at or lower than the obstacle hex’s level. In other words, a lower-level obstacle creates a one-hex blind zone behind it to an observer at a higher level—all hexes beyond this blind zone *are* visible from the hill (barring further obstacles along the way).

*EXAMPLE: A unit at ground level can see past a depression-level building except into the depression hex directly behind it. Conversely, a unit on a level 1 hill could see past an intervening level 1 building to a unit at level 2 or higher **unless** that building was in the first intervening hex along that LOS.*

24.54 Crests & Hindrances

Any mapboard hindrance terrain at a lower level does *not* hinder LOS to or from a higher level. A hindrance on a hill does hinder LOS between two other hill hexes of the same level as that hindrance. A Smoke marker, however, always hinders LOS through its hex, regardless of the sighter’s or target’s level.

DESIGN NOTE: The hindrance that a Smoke marker creates is considered to be at a height sufficient enough to affect any possible LOS that can be represented in the game.

Note that the above crest rules are based upon the premise that in FF each crest level is taller than a mapboard obstacle, and that every mapboard obstacle is taller than a mapboard hindrance. This isn’t always true in the real world, of course, but functions well rules-wise.

24.55 Uphill Movement

When entering a hex that is at a higher level than the one it is leaving, a moving unit must expend:

- +1 MP per elevation change if using **leg** movement; or
- +3 MP per elevation change if using **track** or **wheel** movement.

There is no MP modifier when moving downhill.

EXAMPLE: A tracked unit moving from a level -1 depression hex into an adjacent level 1 hill hex must expend +6 MPs.

EXAMPLE: A leg unit moving from a level 1 hill hex containing a building to a level 2 hill hex containing a building must expend 3 MPs (2 for the building plus 1 for the change in level). The converse downhill move would cost only 2 MP.

24.56 Height Advantage

A direct fire attack suffers -2 FP if the target hex is at a higher level than the firing unit. Conversely, a direct fire attack gains +2 FP if the target hex is at a lower level than the firing unit.

24.6 OPEN GROUND

Open ground is the default terrain type for all games in the series. It has the following stats:

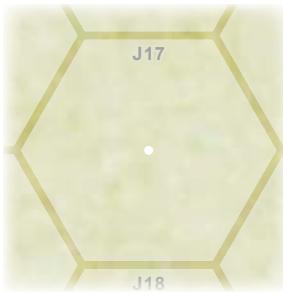
Leg Move Cost: 1

Track Move Cost: 1

Wheel Move Cost: 2

Cover: 0; or -1 (negative one) if the unit is currently activated for a Move or Assault order.

LOS: clear



24.7 ROUGH

This catch-all terrain represents a diverse set of ground effects such as brush, light woods, scrub, debris, etc. It has the following stats:

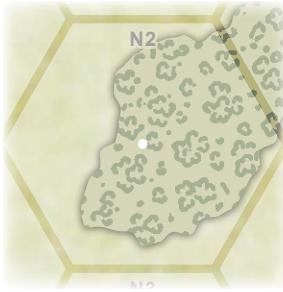
Leg Move Cost: 2

Track Move Cost: 2

Wheel Move Cost: 3

Cover: 1

LOS: 2 hindrance



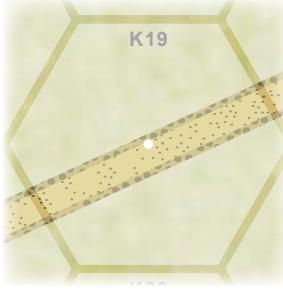
24.8 ROAD

This is the default means of rapid movement for all games in the series. Roads have the following stats and game effects:

Leg Move Cost: 1

Track Move Cost: ½

Wheel Move Cost: ¼



Road Movement—These three move costs assume the unit is traveling along the road depiction (that is, it crossed a road hexside as it entered the hex); otherwise, use the move cost of the other terrain in the hex and/or on the hexside crossed.

Cover: Use other terrain in the hex.

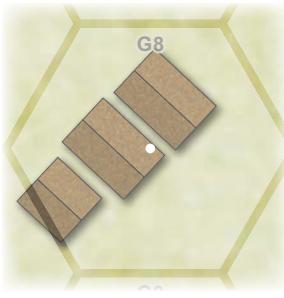
LOS: Clear if directly along the road depiction; otherwise use the other terrain inside the hex.

24.9 BUILDING

This is the default terrain for most any type of man-made structure or other built-up area. It has the following stats:

Leg Move Cost: 2

Track Move Cost: Impassable if the hex's center dot lies atop a building (unless entering/exiting along a road [24.8]); otherwise 2 if the hex's center dot is *not* on a building.



Wheel Move Cost: Impassable if the hex's center dot lies atop a building (unless entering/exiting along a road [24.8]); otherwise 3 if the hex's center dot is *not* on a building.

The building hex pictured above would be impassable to tracked and wheeled units.

Cover: 4

LOS: Obstacle; creates one blind hex [24.53]

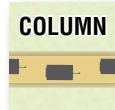
24.91 Vehicles & Buildings

Vehicles cannot cross any hexside that is entirely covered by building artwork. Vehicles must always be placed In Column while occupying any building hex, however briefly [24.10].

A vehicle is not actually entering the buildings themselves but instead maneuvering around and between them within the hex.

24.10 VEHICLES IN COLUMN

Some terrain (building or woods, for example) requires a vehicle unit be placed “In Column” when entered. Some games in the **FF** series may also have terrain that is always impassable to vehicles (such as marsh): a vehicle can enter (and subsequently leave) such a hex only as long as it travels along a road and is placed In Column while in the hex.



24.101 Column Placement

Being In Column is signified by the placement of a Column marker atop the vehicle or stack of vehicles. A Column marker is placed the instant a vehicle enters any hex requiring it (before any Op Fire or other reaction occurs in that hex).

24.102 Column Effects

There is a per-hex stacking limit of 1 vehicle platoon or 3 vehicle squads In Column, which can never be exceeded. This stacking limit is enforced *at all times* (even during movement). Infantry and guns that also happen to be in the hex – which do not themselves need to be In Column – do not count against this stacking limit.

EXAMPLE: A vehicle squad is In Column in a building hex. A vehicle platoon –friendly or enemy– cannot enter that hex as it would create an overstuffed hex. The platoon would have to first deploy then move only one or two of the resulting squads into that building hex; or the vehicle already in the hex would first have to vacate it.

While a vehicle unit is In Column, it has the following effects:

- It suffers -1D when firing in melee.
- Opposing units gain +1D when firing at it in melee.
- Any beneficial cover that would have been afforded it is reduced to 0.

A vehicle In Column may pivot normally.

24.103 Column Removal

Once placed, a Column marker may only be removed at the instant the vehicle or stack of vehicles enters a hex not requiring Column status (before any Op Fire or other reaction occurs in the hex entered).

Additional terrain specific to each game in the series is described in detail in that game's Playbook. Terrain effects are also shown in abbreviated form on the Terrain Chart.

25. ABANDONING GUNS & VEHICLES

DESIGN NOTE: In FF, guns and vehicles are considered to always be accompanied by an inherent crew of from 2-7 men. If a player deems it appropriate given the overall strategic situation, this crew can take infantry form in the following manner.

Just after being activated for an order – after any deploying or mustering, but before performing any activities allowed by that order – a gun or vehicle may be “abandoned.” To abandon a squad-sized gun or vehicle, remove it from the map (placing it back in the counter-mix) and replace it in the same hex with a Crew infantry unit of the same nationality. To abandon a platoon-sized gun or vehicle, remove it from the map and replace it with *three* same-nationality Crews.

DESIGN NOTE: There are no Crew platoons in FF as they generally weren't trained to operate as such when forced to take on the temporary role of straight foot soldiers. A crew abandoning its charge would likely high-tail it back to HQ or hide until the fighting was over, only very rarely taking an active role in the current battle. The horrible stats of this game's infantry crews – coupled with the risk of the opponent possibly earning victory points for their subsequent elimination – should encourage just this sort of behavior.

In both cases, any hit marker that was on the abandoned gun/vehicle unit is placed back in the draw cup.

The Crew effectively rallies as it abandons its gun or vehicle.

An abandoned gun or vehicle is *not* considered eliminated, so the opponent gains no VPs for their removal should the scenario's specific Victory Conditions normally allow for it. The Crew itself can, of course, garner the opponent elimination VPs and/or the owner exit VPs, if appropriate to the scenario being played.

A Crew is still considered activated for the order in which its abandoned gun/vehicle was activated.

26. BARRAGE

Some units or assets can allow a player to perform a “barrage.” Barrages can be from mortars, artillery, aircraft, or other similar weaponry. Whenever a barrage is called for, that player performs the following five steps in the order shown:

- 1) Spotting
- 2) Accuracy
- 3) Targeting
- 4) Terrain Modifiers
- 5) Impact

Each step is explained in detail below (*as well as on the Barrage Table player aid for ease of reference during play*).



26.1 SPOTTING

To indicate the hex that is to be the intended target of the barrage, the active player places the Spotting Round (SR) marker into a hex within LOS of his chosen “spotter.” A spotter is always a friendly Command marker currently on the map unless the asset or special action specifies otherwise. The SR *can* be placed into a hex normally impassable to units.

26.2 ACCURACY

Once the SR has been placed, the active player consults the Accuracy Grid (located on the Barrage Table player aid) and rolls 1d20. The result is the map hex to which the SR is immediately moved—the center hex of the diagram is where the SR was placed in step 1; the “1” hex within the diagram always points towards the “1” hexrow of the map(s) being used.

26.21 Off-Map

If the SR errs off the map it is removed with no further effect and the barrage ends (steps 3-5 are skipped).

26.22 Pre-plotted Fire

Some barrage assets allow the active player to give up the Fate card to his opponent in exchange for a larger modifier to the accuracy roll. In such a case, if the acting player is in possession of the Fate card he is not forced to give it up: the benefit is entirely optional but the decision must be made *before* the accuracy roll is made.

26.23 Smoke Barrages

Some barrage assets allow the active player to place Smoke (a “smoke barrage”) instead of conducting a bombardment with the intent of inflicting casualties. If the active player chose smoke in this manner, he places a full-strength Smoke marker into the hex containing the SR as well as in the six adjacent hexes. The barrage is then considered finished (steps 3-5 are skipped).

26.24 Impact Barrages

If a barrage is not a smoke barrage, it is an impact barrage. The Barrage Table is split into two types of impact barrages: Aircraft and Artillery.

For an artillery barrage, the hex into which the SR finally lands becomes the center hex of its impact area—in other words, the SR's hex *and each adjacent hex* will be bombarded.

For an aircraft barrage, the single *occupied* hex closest to the hex into which the SR finally lands becomes its impact area. “Occupied” is defined as any hex containing at least one unit or Sighting marker (friendly or enemy). If more than one such hex is equidistant, the barraging player chooses which will be affected.

26.3 TARGETING

Referencing the Barrage Table (on the player aid), the active player locates the name of the asset played along the left hand side of the table. He then selects *one* unit, Sighting marker or fortification in an affected hex and finds its name or relevant stat along the top of the table.

Don't worry if the affected hex(es) contain lots of targets: you'll get to each of them in turn.

Locate the number at the intersection of these two names: this is the “target number” needed to hit that particular piece. A dash (“–”) instead of a number indicates no possibility of the barrage inflicting harm on that particular piece: move directly on to the next piece.

26.4 TERRAIN MODIFIERS

If the targeted piece is a unit or Sighting marker, add its cover to the target number (fortifications themselves are never affected by cover: either the hex's or their own).

Note however that many fortifications provide a higher cover value for their occupants when targeted by a barrage as opposed to direct fire. See the Playbook for details.

Some terrain will have further beneficial or detrimental effects on a barrage’s target number. See the Barrage Table for details.

26.5 IMPACT

Once a modified target number vs the chosen piece is determined, the active player rolls 2d20:

- If the roll is **less than** the final target number, the barrage has no effect on that piece.
- If the roll is **greater than or equal to** the final target number, the piece is hit:
 - If a fresh unit, attach a random hit marker to it [5.1];
 - If a hit unit, eliminate it [3.31];
 - If a Sighting marker, reveal it [6.4];
 - If a fortification, eliminate it.

26.6 BOMBARDMENT

Barrages will affect *all* units, Sighting markers and fortifications within their impact area (usually seven hexes for artillery; one hex for aircraft).

If after making an impact roll there remain one or more units, Sighting markers or fortifications in the barrage’s impact area that have not yet had an impact roll made for them, repeat steps 3 through 5, above, until all such pieces – both enemy *and* friendly – have either been missed or hit by the barrage. EXCEPTION: do not attack the two squads resulting from a platoon being eliminated by that same barrage.

They've suffered enough.



30. GENERAL RULES

To perform – or “give” – an order, a player must have the Initiative—that is, the Initiative marker must currently be:

- on his side of the “0” space; or
- in the “0” space when he is in possession of the Fate card.

To give an order, a player performs the following sequence:

- 1) Remove any one order cube from the Order Matrix.
- 2) Move the Initiative marker a number of spaces towards his opponent equal to the number in the box from which the cube was taken.
- 3) Choose to perform either the order listed directly to the left/right of the box from which the cube was taken – depending on the nationality being commanded by that player – OR any order listed below it (that is, one next to a smaller Matrix number).
- 4) Activate units if appropriate for the order [30.1]. Activated units may deploy or muster [30.2]. They may then Abandon [25].
- 5) Perform the chosen order [rules 31-38] or choose to do nothing (“pass”). Opponent may use Return Fire/Op Fire if appropriate [34.3 & 35.6]. Unactivate units as they complete their activities.
- 6) Opponent removes any Spent markers from his units.
- 7) Check for possible end of turn [21.12].

An announced order must be performed in its entirety before the next order can be given (by either player).

Remember that Available Command may be placed on the map by either or both players at any time during the above sequence.

30.1 UNIT ACTIVATION

For orders involving unit participation, there are three ways to activate units for that order:

- a) freely activate any number of friendly units currently under Mission Command [4.31]; *and/or*
- b) activate any number of friendly units currently under Tactical Command [4.31], losing 1 Initiative for each such unit activated; *and/or*
- c) activate any number of friendly units currently Out of Command, losing 2 Initiative for each such unit activated.

A unit can't be activated if it would cause the Initiative marker to move beyond the opponent's “20” space.

Activated units are identified by flipping them to their reverse side (with the white stripe).

A unit can be activated for multiple orders each turn.

30.2 DEPLOYING AND MUSTERING



30.21 Deploy

As a friendly platoon is activated for an order – before it or any other activated units begin their allowed activities, including Abandonment [25] – it may “deploy” into three like squads. A platoon must be under Mission Command or Tactical Command to deploy (Out of Command units can't deploy).

To deploy an activated platoon:

- 1) remove it from the map, placing it back into the countermix;
- 2) retrieve up to three squads from the countermix with the same name as the removed platoon and place them into the hex from which the platoon was taken (each with the same fire arc, if applicable).
- 3) if the platoon had a hit marker, place it on one of the three squads.

The other two will deploy fresh—the main reason for deploying.

The resulting squads are still considered activated for the order in which the parent platoon was activated.

30.22 Muster

As friendly squads are activated for an order – and before they or any other activated units begin their allowed activities – they may “muster” into a platoon. It takes three squads to muster and all three must:

- be under Mission Command or Tactical Command (Out of Command units can't muster); and
- share the same hex; and
- have the same name; and
- be fresh (no hit markers attached to any of them).

To muster three activated squads that meet all the above criteria:

- 1) remove them from the map, placing them back into the countermix;
- 2) retrieve a platoon from the countermix with the same name as the removed squads and place it into the hex from which the squads were taken (with the same fire arc as any of those squads, if applicable).

The resulting platoon is still considered activated for the order in which the three squads were activated.

30.3 UNIT UNACTIVATION

As each activated unit finishes its allowed activity(s) – or declines to do so, as the case may be – flip the unit back to its unactivated side (*after* any Return Fire or Op Fire by the inactive player [34.3 & 35.6]). Once all activated units have been unactivated, the order ends.

The various orders are described in detail on the following pages. They are presented in alphabetical order for ease of reference.

31. ADVANCE

31.1 PROCEDURE

When this order is given, the player activates one or more friendly units [30.1]. An infantry unit activated to Advance can enter a hex adjacent to the one it currently occupies, where it must stop. A gun or vehicle can only advance into the hex directly in front of it or directly behind it, as defined by its fire arc (that is, the hex in the center of its front arc or the hex in the center of its flank arc). Advancing guns and vehicles may freely change their fire arc *either before or after* advancing into a new hex; never both. Activated guns/vehicles may also freely change their fire arc without leaving their hex. Friendly Command markers may accompany advancing units.

A unit's speed as well as terrain move costs are ignored during an Advance, though impassable terrain still cannot be entered or crossed.

You only get to go one hex but you are immune to fire attacks.

Hit Units—Units affected by a hit marker with a circled M can't advance.

31.2 MELEE ENTRY & EXIT

An advancing *infantry* unit (only) may enter or exit an enemy-occupied hex. Activated guns and vehicles are prohibited from entering or exiting melee during an Advance order.

32. ASSAULT

32.1 GENERAL RULES

When this order is given, the player activates one or more friendly units [30.1]. Activated units can then expend MPs exactly as if they were activated for a Move order [35], with two exceptions:

- 1) Units activated for Assault have their printed Speed halved, and thus only have half as many MPs to spend.
- Half means half—no rounding.*
- 2) An assaulting unit may spend 1 MP to make a fire attack [34]. This MP expenditure may only be made *once* by each activated unit, but may be done before, during, after, or instead of that unit spending its other available MPs to move. Assaulting units suffer -1D when direct firing (that is, they are not in melee). Note that this shot is a MP expenditure so the opponent is allowed multiple Op Fires in reaction to it [35.6], not a lone Return Fire [34.3].

So an infantry unit with a printed speed of 6 could traverse three open ground hexes; or traverse 2 open ground hexes then fire; or enter 1 open ground hex, fire, then enter another open ground hex; etc. In other words, during an Assault order, each activated unit may:

- a) Just move; or
- b) Fire then move; or
- c) Move then fire then continue moving; or
- d) Move then fire; or
- e) Just fire.

32.2 MELEE ENTRY & EXIT

An assaulting *vehicle* unit (only) may enter and/or exit an enemy-occupied hex. Activated guns and infantry are prohibited from entering or exiting melee during an Assault order.

32.3 OPPORTUNITY FIRE

After each MP expenditure by the active player (including assault fire) the inactive player can perform any number of Op Fire attacks against the unit/hex in which the expenditure was made [35.6].

33. ASSET

When this order is given, the active player may play up to one Asset order from his hand. If the player has no cards in hand, this order is forfeit (though the Initiative cost is still paid). Place any played Asset card face up atop that player's discard pile.

See this game's Playbook for specific assets and their effects.

34. FIRE

When this order is given, the player activates one or more friendly units [30.1]. Each activated unit can then perform *one* fire attack, either “direct” if there are no enemy units within its hex or “melee” if at least one enemy unit occupies its hex.

Hit Units—Units affected by a hit marker with a circled F can't fire.

34.1 DIRECT FIRE ATTACK

Each unit activated to fire – and not in melee [34.2] – may take *one* shot at any hex within both its range and LOS; after which it becomes unactivated (but see 34.3 Return Fire). Units – friendly or enemy – in intervening hexes are not affected by any fire attack passing through their hex.

To conduct a direct fire attack, perform the following steps in the order shown:

- 1) Ammo Type
- 2) Targeting
- 3) Attack Dice
- 4) Attack Total
- 5) Defense Totals
- 6) Hit Results

Each step is explained in detail below (*as well as on the Player Aid card for ease of reference during play*).

34.1.1 Ammo Type

Select one unit to fire. If a unit only has HE FP or only has AP FP, that FP must be chosen for the attack. For those units having both types of FP, however, the owning player must verbally choose either one *or* the other for the current fire attack.

That same unit can use the same or different FP later on—earlier fire attacks do not “lock in” a unit's mode offire for subsequent shots.

34.12 Targeting

Determine the range to the intended target hex by counting the number of hexes from the firing unit to that hex—including the target hex but excluding the firing piece’s hex. If this range is greater than *three times* the printed range on the firing unit’s chosen mode of FP (AP or HE), the shot cannot even be attempted.

Direct fire attacks at up to double and triple a unit’s printed range are allowed but will be penalized in a later step.

34.121 Targeting Pivot

When targeting, a gun or vehicle with a strict fire arc must now be pivoted within its hex, if necessary, in order to bring the target within its front fire arc [3.4]. Guns and vehicles with loose fire arcs may be pivoted at this time, at their owner’s discretion, *if doing so would bring the target hex into their front fire arc*. A targeting pivot cannot be made if the firing unit has a hit marker with a circled M.

In other words, you can perform a targeting pivot only if:
(1) the target hex is currently in the firing unit’s flank arc; and
(2) the pivot brings that hex into the firing unit’s front arc.

34.13 Attack Dice

Each direct fire attack begins with a default 2d10. However, the die size may increase or decrease

(auto miss) \leftrightarrow 2d6 \leftrightarrow 2d8 \leftrightarrow **2d10** \leftrightarrow 2d12 \leftrightarrow 2d20

based on the following conditions (*each game’s Playbook may include additional modifiers*):

- -1D if the firing unit is currently activated for an Assault order;
- -1D if the unit is firing at greater than its printed range but less than or equal to twice that range (“long” range);
- -2D if the unit is firing at more than double its printed range but less than or equal to three times that range (“extreme” range);
- +1D if the unit is firing into an adjacent hex (“short” range);
- -2D if the firing unit is a gun or vehicle that, during targeting, pivoted in order to bring the target hex within its front fire arc;
- -1D if the firing unit is a gun or vehicle with a loose fire arc (only) that is firing into a hex within its *flank* fire arc;

The above modifiers are shown in table form on the Player Aid for ease of reference during play.

Multiple modifiers are cumulative. If the net modifier to the attack dice is greater than -2D – that is, it would be less than 2d6 – the attack is immediately ended with no effect (though any targeting pivot contributing to the auto miss does still occur).

EXAMPLE: A gun that pivots while taking a shot at an adjacent hex rolls 2d8: -2D for the pivot (down to d6’s) and +1D for short range (back up to d8’s). If the target hex was at extreme range, the -4D net modifier would make the shot impossible—the gun still

performed its free targeting pivot, however, so its next shot will likely already be within its front fire arc. In this latter case, if the gun was conducting Return Fire or Op Fire [34.3 & 35.6] it would not become spent because no attack dice were actually rolled.

34.14 Attack Total

Once the attack dice have been finalized, the player needs to determine the shot’s hindrance value before making his attack roll.

34.141 Determine Hindrance

Every direct fire attack begins with a default hindrance of 1. However, if the fire attack passes through an intervening hex containing hindering terrain *at the same level* [24.54], the default hindrance will be raised to that of the hindering terrain. Alternately, if the fire attack enters, leaves or passes through a hex containing a Smoke marker, the default hindrance is raised to that listed on the marker. Multiple hindrances are not cumulative: only the single largest hindrance affecting the fire attack is used.

34.142 Roll Attack Dice

Once the hindrance has been determined, the firing player rolls the two attack dice:

- If either or both dice result in a number that is less than or equal to the hindrance, the shot misses and the attack is immediately ended with no effect on the targeted hex.
- If the shot does not miss, the player adds the sum of the two attack dice to the FP of the firing unit (possibly modified by elevation—see 24.56): this total becomes the “Attack Total.”

34.15 Defense Totals

HE—If the fire attack was designated as HE, both players must make Fire Defense rolls – one at a time, active player first – for each of their Sighting markers and all of their units *with morale* in the targeted hex. Units having no morale stat are unaffected by HE direct fire attacks.

AP—If the fire attack was designated as AP, both players must make Fire Defense rolls – one at a time, active player first – for all of their units *with armor* in the targeted hex. Sighting Markers and units having no armor stat are unaffected by AP direct fire attacks.

All Fire Defense rolls for one attack must be made before the next attack is announced, even if that same hex will be shot at again.

An affected unit’s defense *plus* its cover [24.3] is added to a Fire Defense roll of 2d10 in order to arrive at a “Defense Total”:

- a) If the Defense Total is **greater than or equal to** the Attack Total, the unit is unaffected.

The mantra “the last die wins a tie” works for all types of attacks.

- b) If the Defense Total is **less than** the Attack Total, the unit is hit.

For defending units with subscripted defense factors, make sure the correct defense stat is being used based on whether the shot emanated from a hex in their front or flank fire arc.

34.16 Hit Results

When a piece is hit by a fire attack, it has the following effect:

- If a fresh unit is hit – either squad or platoon – draw a hit marker at random from the draw cup and place it on the unit.
- If a squad with a hit marker is hit again, eliminate it. Place its hit marker back into the draw cup.
- If a platoon with a hit marker is hit again, eliminate it [3.31].

And remember, the newly placed squads need NOT make Fire Defense rolls of their own.

- If a Sighting marker is hit, reveal it [6.4].

34.2 MELEE FIRE ATTACK

Whenever a unit would fire and there is at least one enemy unit within its hex, that unit must perform a melee fire attack (or just “melee”) rather than a direct fire attack.

Melee differs from a direct fire attack in that firepower, defense, fire arcs, range and cover are all ignored, all while using a target number mechanic similar to that of a barrage.

To conduct a melee, perform the following steps in the order shown:

- Targeting
- Melee Dice
- Melee Total
- Hit Results

Each step is explained in detail below (*as well as on the Melee Tables player aid card for ease of reference during play*).

34.21 Melee Targeting

As opposed to direct fire which affects a whole hex, melee only ever affects a single unit. When a melee is announced by the active player, the opposing player selects any one of his units in that hex to be the target of the attack. When a melee is announced by the inactive player (via Return Fire or Op Fire), only the last acting unit will be the target of the attack.

Here you can assume that the active player made his “choice” of which unit will be affected by any Op/Return Fire when he chose to move/shoot with a particular unit in the first place.

In both cases, all other units within the hex will be unaffected by the attack.

Then, referencing his nationality’s Melee Table (located on a player aid card), the firing player locates the name of the firing unit along the left hand side of the table and the name of the targeted unit along the top of the table. Finally, locate the number within the grid that lies at the intersection of these two names: this is the “target number” needed to hit that enemy unit. A dash (“–”) instead of a number indicates no possibility of the attack inflicting harm on the targeted unit: the attack is immediately ended with no effect.

34.22 Melee Dice

Each melee begins with a default 2d10 attack dice. However, the die size may increase or decrease

(auto miss) \leftrightarrow 2d6 \leftrightarrow 2d8 \leftrightarrow **2d10** \leftrightarrow 2d12 \leftrightarrow 2d20

based on the following conditions (*each game’s Playbook may include additional modifiers*):

- +1D if the firing unit is platoon-sized;
- +1D if the targeted unit is a vehicle In Column;
- 1D if the firing unit is a vehicle In Column;
- 1D if the targeted unit is inside a beneficial fortification.

MELEE = 2d10:

-1D target inside fortification
-1D firing unit In Column
+1D target unit In Column
+1D firing unit is a platoon

Multiple modifiers are cumulative. If the net modifier to the attack dice is greater than -2D – that is, it would be less than 2d6 – the attack is immediately ended with no effect.

34.23 Melee Total

34.231 Determine Hindrance

Every melee begins with a default hindrance of 1. If the melee hex contains a Smoke marker, the default hindrance is raised to that listed on the marker. Terrain hindrance is ignored in melee.

34.232 Roll Melee Dice

Once the hindrance has been determined, the firing player rolls the two attack dice:

- If either or both dice result in a number that is less than or equal to the hindrance, the shot misses and the attack is immediately ended with no effect on the targeted unit.
- If the shot does not miss, the player sums the two attack dice:
 - If the total is **less than** the target number, the unit is unaffected.
 - If the total is **greater than or equal to** the target number, the unit is hit.

34.24 Hit Results

When a unit is hit by a melee attack, it has the following effect:

- If a fresh unit is hit – either squad or platoon – draw a hit marker at random from the draw cup and place it on the unit.
- If a squad with a hit marker is hit again, eliminate it. Place its hit marker back into the draw cup.
- If a platoon with a hit marker is hit again, eliminate it [3.31].

34.3 RETURN FIRE

During an enemy Fire order (only), immediately after the active player concludes a fire attack with an activated unit, the inactive player has the option of making *a single* reactive fire attack against that acting unit's hex. This reactive attack is termed "Return Fire." Only unspent units belonging to the inactive player may Return Fire [34.33].

34.31 Return Fire Procedure

At the conclusion of every Fire order attack by the active player – whether that attack was successful or not – he should pause for a moment so as to give the inactive player a short time in which to decide whether to announce a Return Fire attack against that unit. If so, the inactive player should announce a temporary halt to the Fire order so that he can make *one* fire attack against that unit (and its hex, if the Return Fire will be direct fire) with one of his own units that is not yet spent [34.33]. This Return Fire attack must use AP if the activated unit being reacted to is armored; HE if it has a morale (inactive player's choice if both apply).

34.32 Exceptions

Units performing Return Fire follow all normal rules for a direct or melee fire attack [34.1 & 34.2] as appropriate, with several important exceptions:

- a) Each Return Fire attack costs the inactive player 2 Initiative if that firing unit is Out of Command or 1 Initiative if under Tactical Command (those under Mission Command fire for free). A unit cannot make a Return Fire attack if the cost to do so would cause the Initiative marker to move beyond the opponent's "20" space.
- Note that Return Fire can be performed even when the Initiative marker is on the opponent's side of the Initiative Track.*
- b) Unless and until they become spent [34.33], Return Firing units are not limited to only firing once and so remain eligible to fire at activated units for the entirety of that Fire order. However:
 - c) No more than one Return Fire attack may be made vs each fire attack conducted by the active player.
 - d) A unit in a melee hex can't Return Fire at a unit outside its hex.

34.33 Rate of Fire

During Return Fire, the inactive player risks having his firing unit become "spent." A Return Firing unit becomes spent if either or both of the attack dice shows a number that is less than or equal to that unit's ROF. If this occurs, place a Spent marker on the unit at the conclusion of that Return Fire attack. Spent units are no longer eligible to perform Return Fire for the remainder of that Fire order. When the active player announces his Fire order is finished, remove all Spent markers from the inactive player's units.

See also the PLAYNOTE for rule 35.63.



34.34 Resume the Order

After any such Return Fire attack is made – or the opportunity to do so is declined ("Never mind; keep firing") – the active player continues with his Fire order.

35. MOVE

When this order is given, the player activates one or more friendly units [30.1]. Units that are activated to Move – or Assault [32] – can move from hex to hex across the map, expending MPs in each new hex they enter. Activated units can also spend MPs to pivot in place [35.23].

In addition, some scenarios allow a player to exit units off a certain map edge in order to earn victory points [22.2].

During Move orders, an activated unit has as many MPs to spend as its printed speed (half that during an Assault) minus those MPs already spent during the order. Generally, the movement of one unit must be completed before another activated unit can begin moving. However, activated units that begin their movement in the same hex may choose to move together. Such a group may split up during movement in order to continue moving separately but all members of that group must end their movement before any other unit or group of units begins moving. Friendly Command markers sharing a hex with a moving unit may accompany that unit into all, some or none of the hexes that unit enters. Command markers ignore all move costs.

Hit Units—Units affected by a hit marker with a circled M can't move.

35.1 MOVEMENT COSTS

Each terrain lists three different color-coded "move costs": green for leg, blue for track and red for wheel. One of these colors will always match the color of the box surrounding a moving unit's speed, indicating which move cost that unit must adhere to. In order to enter an adjacent hex during a Move or Assault order, an activated unit must spend a number of MPs equal to the move cost of the terrain in that hex. An additional cost may be assessed if a unit moves to a higher level [24.55] or crosses certain hexsides.

Units with different modes of transport that are moving together expend their own MPs independently of one another.

A unit may not enter a hex unless it has at least as many MPs remaining as the total cost to enter that hex.

Unlike many other games, there is no "minimum move" concept in Fighting Formations. If a unit doesn't have enough MPs to move even one hex, it will have to await an Advance order to get going.

35.2 FIRE ARCS & MOVEMENT

35.21 Forward Movement

Guns and vehicles – those units with defined fire arcs – may only move into the hex directly ahead of them. Immediately after entering a new hex – *before* any Op Fire or other reaction or triggered action occurs – a gun or vehicle is allowed a free pivot of up to one hexside, either clockwise or counterclockwise (an "adjacent pivot").

35.22 Reverse Movement

Guns and vehicles may also move into the hex directly *behind* them, but at triple (3x) the normal move cost. The free adjacent pivot described above is still available to units using reverse movement.

35.23 Stationary Pivoting

While activated to Move (or Assault), a gun or vehicle may spend 1 MP to pivot within its current hex. A stationary pivot allows the unit to change its facing to any hexside within its hex. Being an independent MP expenditure, a stationary pivot is subject to Op Fire [35.6].

35.3 COMBINED ARMS MOVEMENT

Up to one friendly infantry squad (only; not a gun or other vehicle) moving as a group with an *armored* vehicle squad may claim an alternate cover of 0 versus any Op Fire made against it. Similarly, up to one infantry platoon – or up to three infantry squads, as the case may be – moving as a group with an armored vehicle platoon may claim an alternate cover of 0 for any Op Fire made against that infantry.

This rule only comes into play when traversing open ground, negating the -1 "moving in the open" cover for the infantry.

35.4 MELEE ENTRY & EXIT

During a Move order, an activated *gun* unit (only) may enter or exit an enemy-occupied hex. Activated infantry and vehicles are prohibited from entering or exiting melee during a Move order.

35.5 COLUMN MOVEMENT

A vehicle must be placed In Column immediately upon entering any building hex. (*This game's Playbook may include additional terrain in which being In Column is mandatory.*) A vehicle must be placed In Column when using a road to enter any hex which is otherwise impassable to it. A vehicle In Column in an otherwise impassable hex may only leave that hex via a road hexside. See rule 24.10 for details on being In Column.

35.6 OPPORTUNITY (OP) FIRE

During an enemy Move or Assault order, immediately after the active player concludes an activity in which an activated unit spent any number of MPs (a stationary pivot; using a special action; assault firing; or moving into a new hex), the inactive player has the option of making *any number* of reactive fire attacks against that acting unit's hex. This is termed "Opportunity Fire" (or just "Op Fire"). Only unspent units belonging to the inactive player may Op Fire [35.63].

35.61 Op Fire Procedure

At the conclusion of every activity requiring a MP expenditure by the active player during a Move or Assault order, he should pause for a moment so as to give the inactive player a short time in which to decide whether to announce one or more Op Fire attacks against the acting unit. If so, the inactive player should call out "Wait!" so as to temporarily halt the order. He then makes one or more consecutive fire attacks against that unit (and its hex, if the Op Fire will be direct fire) with one or more of his own units that are not yet spent [35.63]. Each Op Fire attack must use AP if the unit being reacted to is armored; HE if it has a morale (inactive player's choice if both apply).

35.62 Exceptions

Units performing Op Fire follow all normal rules for a direct or melee fire attack [34.1 & 34.2] as appropriate, with several important exceptions:

- Each Op Fire attack costs the inactive player 2 Initiative if that firing unit is Out of Command or 1 Initiative if under Tactical Command (those under Mission Command fire for free). A unit cannot make an Op Fire attack if the cost to do so would cause the Initiative marker to move beyond the opponent's "20" space.

Note that Op Fire can be performed even when the Initiative marker is on the opponent's side of the Initiative Track.

- Unless and until they become spent [35.63], Op Firing units are not limited to only firing once and so remain eligible to fire at activated units for the entirety of that Move/Assault order. However:
- Even though multiple Op Fires are allowed vs each MP expenditure, no individual unit may Op Fire more than once *per MP expenditure*.

EXAMPLE: An activated vehicle expends 1 MP to pivot within its hex: Op Fire ensues but misses. It then spends 2 MPs to move into an adjacent rough hex where more Op Fire ensues. It then spends 1 MP to conduct an assault fire, which draws even more Op Fire. A unit belonging to the inactive player that remains unspent throughout this sequence could make three different fire attacks against the activated unit, one attack after each distinct MP expenditure. If the Op Firing unit was under Tactical Command, each attack would cost the inactive player 1 Initiative (3 Initiative total for 3 shots).

- A unit in a melee hex can't Op Fire at a unit outside its hex.

35.63 Rate of Fire

During Op Fire, the inactive player risks having his firing unit become "spent." An Op Firing unit becomes spent if either or both of the attack dice shows a number that is less than or equal to that unit's ROF. If this occurs, place a Spent marker on the unit *at the conclusion of that Op Fire attack*. Spent units are no longer eligible to perform Op Fire for the remainder of that Move/Assault order. When the active player announces his Move/Assault order is finished, remove any and all Spent markers from the inactive player's units.



PLAY NOTE: be aware that a unit's ROF acts differently from the hindrance affecting the fire attack. So a unit could miss due to a high hindrance but remain unspent and eligible to shoot again later in the same order due to a good (low) ROF stat. Alternately, a Return Firing (or Op Firing) unit could hit an enemy unit but still become spent because its ROF number is greater than the hindrance affecting that shot.

35.64 Resume the Order

After any such Op Fire attacks are made – or the opportunity to do so is declined ("Never mind; keep moving") – the active player may continue with his Move/Assault order.

36. RALLY

When this order is given, the player activates one or more friendly units [30.1] with hit markers attached. Fresh units can't be activated during a Rally order. Each activated unit can then make a single "rally" attempt to have its hit marker removed.

PLAYNOTE—Since none of a unit's stats are relevant during Rally, there's really no need to physically flip them over when activated. If it's obvious to both players who's been activated, "skip the flip."

Each rally attempt begins with a default 2d10. However, the die size may increase or decrease

(auto fail) \leftrightarrow 2d6 \leftrightarrow 2d8 \leftrightarrow **2d10** \leftrightarrow 2d12 \leftrightarrow 2d20

based on the following conditions (each game's Playbook may include additional modifiers):

- -2D if the unit is in melee;
- +1D if the unit can currently claim a cover of 1 or more;
- +1D if the unit shares a hex with a friendly Command marker.

The two dice are then rolled, with three possible outcomes:

- a) If the result is **greater than or equal to** the hit marker's rally target number (the number within a circle in the upper right corner) the rally is successful. Remove that hit marker, placing it back in the draw cup.



The rally number on the Panicked hit marker is highlighted above.

- b) If a hit marker's rally target number is **black** (like the "12" shown to the right) and the result is **less than** that rally number, the rally is unsuccessful and there is no effect.
- c) If a hit marker's rally target number is **red** (like the "18" shown to the right) and the result is **less than** that rally number, the rally is unsuccessful but with consequences: the unit is eliminated [3.31].



37. SNIPER

When this order is given, the active player flips the Sniper marker so that his side's nationality is face up. He then selects and performs any one order that is *below* his side's Sniper order on the Matrix.

EXAMPLE: A side's Sniper order is on row 5 of the Order Matrix. Below it are Rally, Fire, Move and Asset at 4, 3, 2 and 1, respectively. If that player removed a cube from any of rows 5 through 10 and chose "Sniper," he could perform a Rally, Fire, Move or Asset order in addition to flipping the Sniper marker to his side.

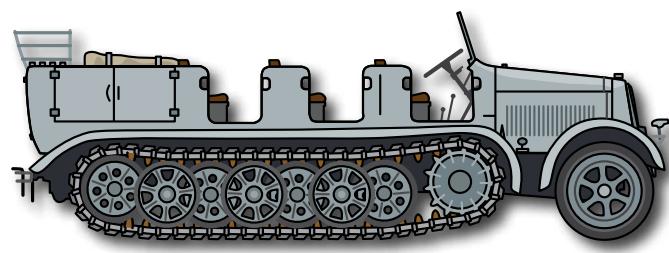
PLAYNOTE: At the end of each turn, the player with his side of the Sniper marker face up will get to perform Sniper Activity [21.12c].

DESIGN NOTE: Despite its chosen title, the Sniper order/Sniper Activity represents much more than just a patient man with a scoped rifle taking head shots. This mechanism can also abstractly represent the increasing friction inherent at every battlefield, or non-specific occurrences such as friendly fire, growing panic, loss of a runner, a cut phone line, despair, fatigue, ammunition shortage, etc.

38. SUPPORT

Each Support order allows the active player to draw a certain number of assets from the top of his deck (as indicated on his Order Matrix). Drawn assets are placed directly into the active player's hand and kept hidden from his opponent until played or discarded.

If, in the act of drawing, a player's draw pile runs out of cards he immediately shuffles together all cards currently in his discard pile to form a new face down draw pile (and resumes drawing, if appropriate).



SUMMARY OF ORDERS

ALL [30]

Costs 2 Initiative to activate any unit that is Out of Command; 1 if under Tactical Command; 0 if under Mission Command [30.1].

Flip activated units to their reverse (white stripe) side. Flip them back (“unactivate” them) after each has performed its activities.

A turn ends at the conclusion of any order in which no cubes remain on the Order Matrix [21.12].

ADVANCE [31]

Infantry are the only unit type that may enter/exit melee during an Advance order.

Activated units may move a maximum of 1 hex. Guns/vehicles can pivot once (before, after or instead of advancing). MPs are ignored. Friendly Command may accompany advancing units. Units with a hit marker attached containing a circled **M** can't advance or pivot.

ASSAULT [32] – *Op Fire is allowed (see bottom of page)*

Vehicles are the only unit type that may enter/exit melee during an Assault order.

Activated units have their printed Speed halved. Activated units spend MPs as if for a Move order. Each activated unit may fire *once* by spending 1 MP, suffering -1D (unless in melee). Friendly Command may accompany assaulting units.

ASSET [33]

Play up to one Asset order from your hand.

FIRE [34]

Units with a hit marker attached containing a circled **F** can't fire. Units with a hit marker attached containing a circled **M** can't pivot.

DIRECT: Activated units may each make one fire attack outside their own hex. *See the Player Aid for detailed procedure.*

MELEE: Activated units may each make one fire attack at a unit in their own hex. *See the Melee Tables for detailed procedure.*

RETURN FIRE [34.3]

Inactive player only: Up to one *unspent* unit may Return Fire at an activated unit that just completed its Fire order. Lose 2 Initiative to Return Fire with a unit that is Out of Command; lose 1 Initiative to Return Fire with a unit under Tactical Command; units under Mission Command Return Fire for free. If either attack die is less than or equal to the Return Firing unit's ROF, place a Spent marker on it. Remove all Spent markers at the end of the order.

MOVE [35] – *Op Fire is allowed (see bottom of page)*

Guns are the only unit type that may enter/exit melee during a Move order.

Activated units move from hex to hex, expending MPs as they go. Friendly Command may accompany moving units. Units with a hit marker attached containing a circled **M** can't expend MPs.

RALLY [36]

Attempt to remove hit markers from activated units. Rolls greater than or equal to a hit marker's rally number are successful. A failed attempt with a red-colored rally number eliminates the unit, otherwise a fail has no effect.

Start with 2d10: -2D if rallying unit is in melee; +1D if stacked with a friendly Command; +1D if rallying unit has Cover of 1 or more.

SNIPER [37]

Flip the Sniper marker so that your side is face up. Then perform any one order that lies below your side's Sniper order.

SUPPORT [38]

Draw X asset cards (as indicated on the Order Matrix).

OPPORTUNITY (OP) FIRE [35.6]

Inactive player only: Any number of *unspent* units may Op Fire – one at a time – at an activated unit(s) that just expended any number of MPs during a Move or Assault order. Lose 2 Initiative to Op Fire with a unit that is Out of Command; lose 1 Initiative to Op Fire with a unit under Tactical Command; units under Mission Command Op Fire for free. If either attack die is less than or equal to the Op Firing unit's ROF, place a Spent marker on it. Remove all Spent markers at the end of the order.